

SMART VILLAGE E-GOVERNANCE SYSTEM FOR TRANSPARENT SABHA MANAGEMENT

A PROJECT REPORT

Submitted by

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in partial fulfilment for the course

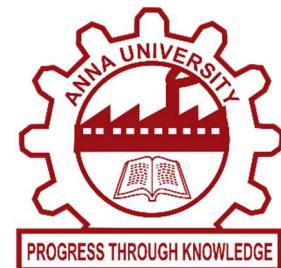
CD19711 PROJECT - I

for the degree of

BACHELOR OF ENGINEERING

IN

COMPUTER SCIENCE AND DESIGN



RAJALAKSHMI ENGINEERING COLLEGE, THANDALAM

ANNA UNIVERSITY, CHENNAI – 602105

NOVEMBER 2025

RAJALAKSHMI ENGINEERING COLLEGE
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BONAFIDE CERTIFICATE

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ABSTRACT

The GramBox X – IoT-Enabled Voting System is an innovative digital governance solution designed to enhance transparency, participation, and accessibility in rural Gram Sabha decision-making processes. The system integrates IoT technology with modules such as RFID-based or button-based attendance and voting, LCD display, voice guidance in Tamil, and DF Player based audio announcements to ensure inclusivity for all villagers, including those with limited literacy. The device operates both online and offline, utilizing components like Node MCU/ESP32, microSD-based data storage, and solar power for sustainable operation in rural environments. Each proposal is displayed on the LCD and narrated through voice prompts, allowing villagers to cast their YES/NO votes using tactile buttons. The system securely records each vote on local storage and can optionally sync data to Firebase for remote monitoring. Additional modules like Admin Control Panel, SMS Alert System (SIM800L), and Offline Grievance Recorder extend the system's usability beyond voting, supporting comprehensive rural e-governance. By combining affordability, ease of use, and smart IoT integration, Gram Box X empowers local bodies to conduct transparent, eco-friendly, and digitally verifiable community voting, aligning with the Digital India initiative and promoting smart village development.

ACKNOWLEDGEMENT

Initially we thank the almighty for being with us through every walk of our life and showering his blessings through the endeavor to put forth this report. Our sincere thanks to our Chairman **Mr. S. Meganathan, B.E, F.I.E.**, our Vice Chairman **Mr. Abhay Shankar Meganathan, B.E., M.S.**, and our respected **Chairperson Dr. (Mrs.) Thangam Meganathan, Ph.D.**, for providing us with the requisite infrastructure and sincere endeavoring in educating us in their premier institution.

Our sincere thanks to **Dr. S. N. Murugesan, M.E., Ph.D.**, our beloved Principal for his kind support and facilities provided to complete our work in time. We express our sincere thanks to our Head of the Department and Associate Professor **Mr. S. Uma Maheshwara Rao, MA., MFA., Design**, Department of Computer Science and Design for his guidance and encouragement throughout the project work. We convey our sincere thanks to our Project Coordinator **Mr. S. Pradeep Kumar, M.E.**, and Supervisor **Mr. G. Thirumalairajan, M.E.**, Department of Computer Science and Design, Rajalakshmi Engineering College for their valuable guidance throughout the course of the project.

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CHAPTER 1

INTRODUCTION

1.1 GENERAL

The GramBox X – IoT-Enabled Voting System is designed to bring digital transformation to rural governance through a smart and transparent voting mechanism. The project focuses on replacing traditional manual voting in Gram Sabhas with an IoT-based electronic system that ensures accuracy, efficiency, and inclusivity. It allows villagers to cast their votes using simple buttons or RFID authentication, while an LCD screen displays proposal details along with Tamil voice guidance for better understanding. The system records votes automatically onto an SD card and can also upload data to Firebase for remote access. It operates effectively in both online and offline modes and is powered by solar energy, making it suitable for rural areas with limited power supply. The device includes an admin panel for proposal management and result monitoring. Additional modules such as an SMS alert system, grievance recorder, and control buttons further extend its usability. The project supports transparency, sustainability, and citizen participation, aligning with the Digital India and Smart Village initiatives.

1.2 OBJECTIVE

The main objective of this project is to develop a smart IoT based Gram Sabha system that automates attendance, meeting notifications, and fund proposal voting without relying on internet based cloud services. The system aims to simplify and digitize the traditional Gram Sabha process by using ESP32, RFID or QR code scanning, and local data storage to record attendance and voting securely within the device. It also includes voice assistance to announce meeting details, proposals, and results through speakers, ensuring better

communication and inclusivity among villagers. The project operates using a solar-powered system, making it suitable for rural areas with limited power supply. Overall, the objective is to create an efficient, transparent, and self-sustaining local governance tool that supports digital transformation in villages while functioning independently of internet connectivity.

1.3 EXISTING SYSTEM

In the traditional Gram Sabha system, all village meetings are conducted manually. Attendance of villagers is recorded using paper registers, which makes the process time-consuming and prone to errors. During voting on fund proposals or community projects, villagers usually raise their hands to indicate approval or rejection.

This manual voting process lacks transparency, and results are often influenced by human bias or miscounting. There is no digital record of attendance or voting outcomes, and retrieving past data is difficult. Notifications about upcoming meetings are delivered verbally or through posters, which limits participation and awareness. Moreover, the lack of real-time monitoring and record keeping reduces accountability and delays decision making. Thus, the existing Gram Sabha management process is inefficient, unreliable, and lacks transparency, highlighting the need for an automated, IoT-based smart system that can handle attendance, voting, and announcements digitally and securely.

1.3.1 Disadvantage:

Attendance is recorded manually, which is time-consuming and error-prone. Voting is done by hand-raising, leading to inaccurate or biased results. Villagers are informed about meetings verbally or through posters, reducing participation. The process depends heavily on officials, increasing chances of manipulation. Manual record keeping delays decision-making and result announcements. The system lacks modern technology integration like IoT or cloud storage.

1.4 PROPOSE SYSTEM

The proposed system introduces an IoT-enabled smart solution to digitize and automate the Gram Sabha process. It replaces manual attendance and voting with a transparent, technology-driven approach using the ESP32 microcontroller, RFID/QR-based attendance, and Firebase cloud storage. When a meeting is scheduled, the system automatically sends notifications to villagers and announces details through voice assistance using speakers placed in different areas. During the meeting, each villager marks their attendance by scanning their RFID or QR ID, which is instantly updated to the cloud database. Voting on fund proposals is carried out using physical YES/NO buttons, and the results are automatically calculated and displayed on the LCD screen as well as in Firebase for transparent review. The system operates on a solar-powered setup, ensuring continuous functionality even in rural or power-limited areas. This proposed model ensures efficiency, accuracy, and transparency in village governance while reducing human dependency and promoting smart e-governance practices in rural development.

1.4.1 Advantages:

Provides accurate and automatic attendance marking using RFID or QR code. Ensures transparent and tamper-proof voting through digital records in Firebase. Sends meeting notifications and announcements through voice assistance and display. Stores all attendance and voting data in the cloud for easy access and analysis. Operates efficiently using solar power, suitable for rural and remote areas. Reduces human errors and manual workload during Gram Sabha meetings. Promotes digital literacy and e-governance in village administration.

CHAPTER 2

LITERATURE SURVEY

TITLE 1: IoT-Based Smart Voting System for Local Governance

AUTHORS: K. Ramesh, P. S. Kumar, A. Singh

YEAR: 2019

ABSTRACT:

Manual voting and attendance systems in local governance bodies are prone to errors, fraud, and delays in result processing. This paper proposes an IoT-based smart voting system designed for small-scale governance meetings. The system utilizes RFID cards for user identification, microcontroller-based processing for vote recording, and LCD displays for real-time feedback. Votes and attendance are stored locally and transmitted to a central database for analysis. The approach also includes an audio notification system to guide participants through the voting process, ensuring accessibility for all villagers. Experimental results demonstrate high accuracy in attendance recording and vote counting, significant reduction in human errors, and increased transparency in local governance. The system is scalable and suitable for rural deployments with minimal power infrastructure.

TITLE 2: Design of an Embedded IoT System for Smart Village

Governance

AUTHORS: S. Verma, R. Patel, L. Sharma

YEAR: 2020

ABSTRACT:

Rural governance in villages often faces challenges related to low participation, delayed announcements, and non-transparent fund allocation. This paper presents a smart village governance system using IoT-enabled devices to automate attendance, voting, and meeting notifications. The system employs ESP32 microcontrollers, RFID-based identification, and voice announcements to inform villagers about upcoming meetings and proposals. Attendance and votes are logged digitally using local storage, eliminating paper-based errors. Solar power integration allows the system to function in areas without reliable electricity. Field testing shows that the system improves attendance monitoring, ensures transparent voting on fund proposals, and reduces manual effort for administrative staff, thereby enhancing accountability and efficiency in village governance.

TITLE 3: Embedded IoT Framework for Community Decision Making

AUTHORS: M. J. Ahmed, T. Roy, P. Gupta

YEAR: 2021

ABSTRACT:

Community meetings in rural areas traditionally depend on manual attendance and verbal consensus for decision-making, which often results in disputes and inaccurate records. This paper proposes an embedded IoT framework for automating attendance and voting in community governance meetings. The framework uses microcontroller-based systems, RFID scanning, push-button voting, and audio feedback to guide participants. Data is stored locally to ensure operational reliability without constant internet connectivity. The system ensures secure, transparent, and verifiable records of attendance and voting, reduces administrative

overhead, and improves citizen participation. Prototype testing confirms reliability, ease of use, and suitability for rural environments with limited technical infrastructure.

TITLE 4: Smart IoT-Based Attendance Management System for Rural Communities

AUTHORS: A. K. Singh, R. Nair, P. Bhatia

YEAR: 2021

ABSTRACT:

Traditional attendance tracking in rural community meetings is inefficient, relying on paper-based registers that are prone to errors and tampering. This paper presents a smart IoT-based attendance management system using ESP32 microcontrollers and RFID technology. Each participant is provided with a unique RFID card to mark attendance automatically. The system includes LCD displays to provide real-time feedback and audio notifications to guide users. Attendance records are stored locally on the device, enabling reliable tracking even without internet connectivity. Field testing demonstrates high accuracy in attendance recording, improved efficiency, and reduced administrative workload, making it suitable for rural governance applications.

TITLE 5: IoT-Enabled Smart Voting and Notification System for Local Governance

AUTHORS: S. Patel, M. Rao, N. Verma

YEAR: 2023

ABSTRACT:

Voting and decision-making in local governance bodies often face challenges such as low transparency, slow communication, and human errors in counting votes. This paper proposes an IoT-enabled smart voting and notification system designed for rural community meetings. The system uses RFID or QR code identification, push-button voting, and voice announcements to facilitate transparent and efficient meetings. Attendance and votes are stored locally in a microcontroller-based system, eliminating dependency on the internet. The system also sends real-time voice notifications of meeting schedules and voting results through speakers placed in the community area. Experimental results indicate improved participation, accurate vote counting, and enhanced transparency, making the system effective for smart village governance.

CHAPTER 3

SYSTEM DESIGN

3.1 ARCHITECTURE DIAGRAM

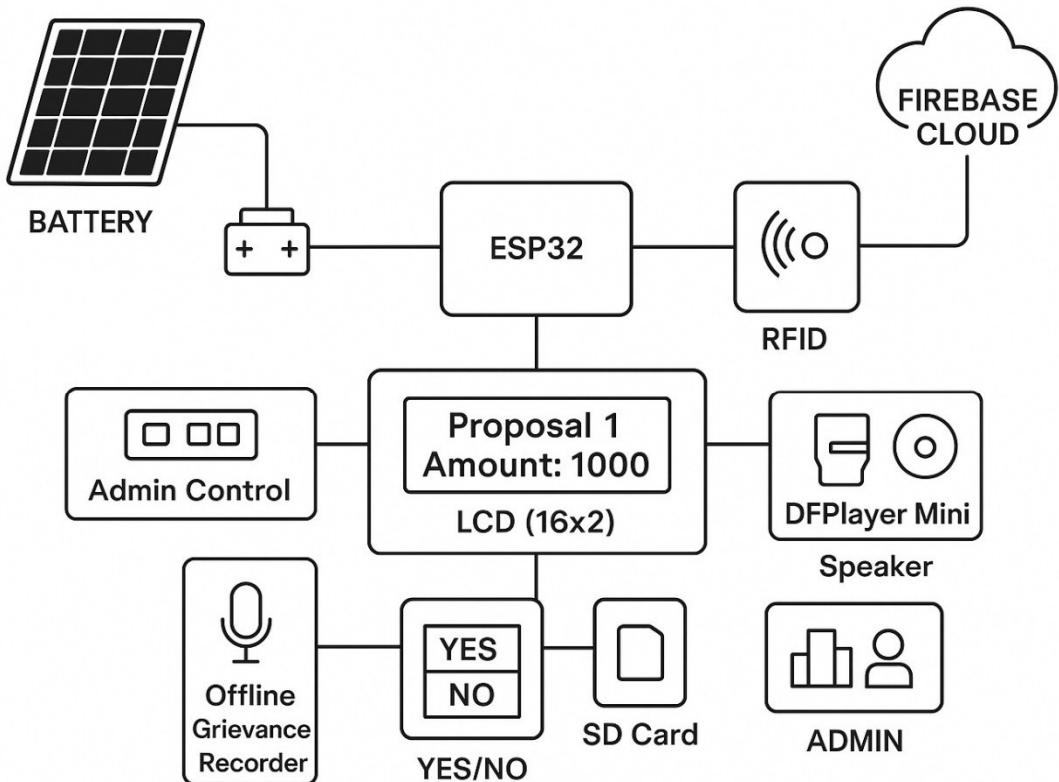


Fig 3.1

The architecture uses an ESP32 microcontroller as the central unit connected to various modules. It receives voter authentication via the RFID module, displays proposals on the LCD (16×2), and provides Tamil voice guidance through the DFPlayer Mini and speaker. Voters cast their choices using YES/NO buttons, while all data and audio files are stored on the SD card. The system operates offline with solar and battery power, supported by an admin control panel and an offline grievance recorder for feedback.

3.2 USE CASE DIAGRAM

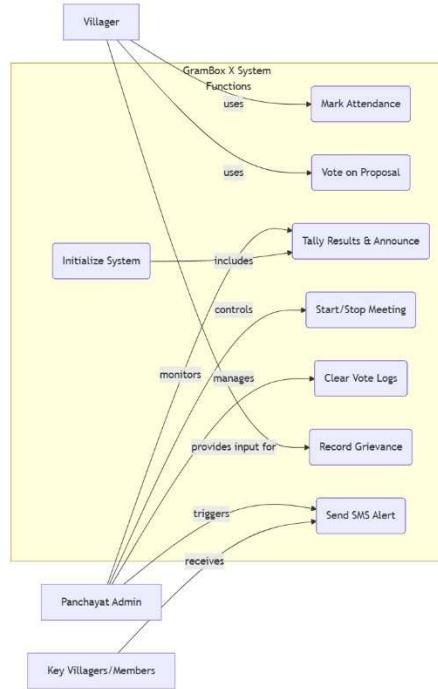


Fig 3.2

The Use Case Diagram defines who (Villagers, Admin) interacts with the system and what functions (Attendance, Voting, SMS Alert) it performs. The Activity Diagram details how the core process flows stepby-step, starting from system initialization, through attendance and voting, to the final result announcement and power-down.

3.3 ACTIVITY DIAGRAM

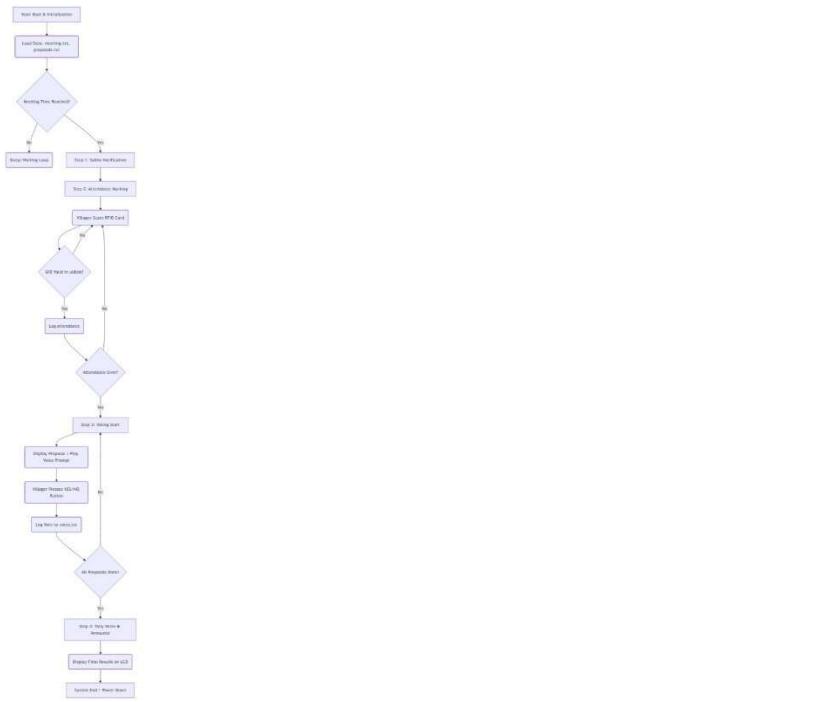


Fig 3.3

In Activity Diagram explains the GramBox X process flow by starting with system initialization and time check , progressing through attendance marking and proposal voting and concluding with vote tally, result announcement, and system power down.

3.4 DATA FLOW DIAGRAM

LEVEL 0:

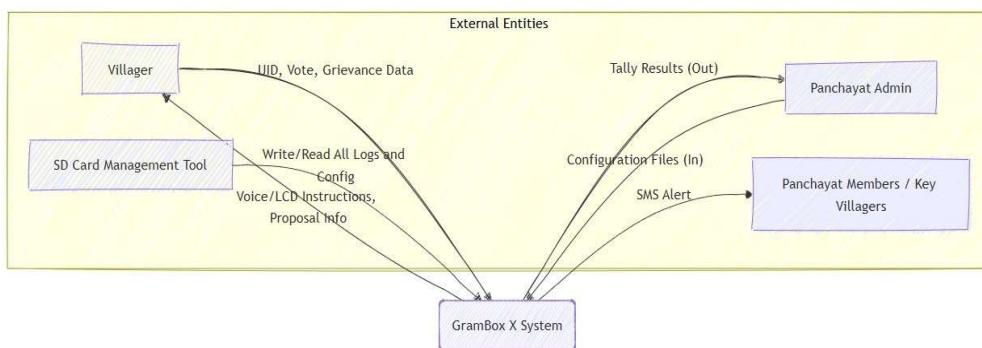


Fig 3.4

LEVEL 1:

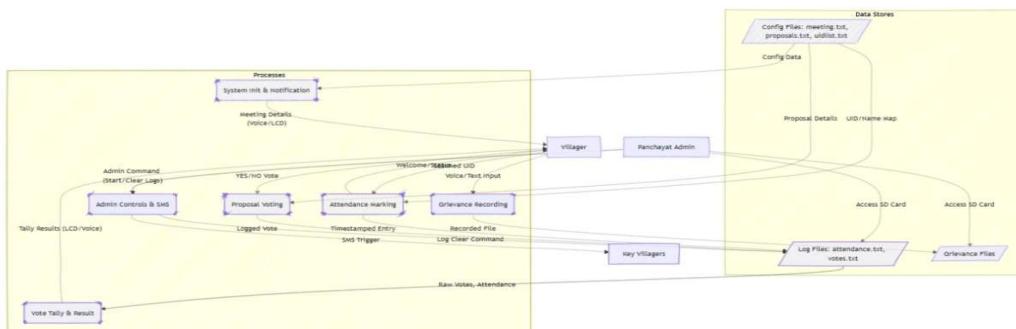


Fig 3.5

In Data Flow Diagram (DFD) shows that the GramBox X System centrally manages all data, using the SD Card as the primary storage for configuration files (input) from the Panchayat Admin and for logging all attendance and voting data (output) generated by the Villagers.

CHAPTER 4

PROJECT DESCRIPTION

4. MODULES

The GramBox X IoT Voting System is composed of five integrated modules: the RFID/QR Authentication Module, which authenticates voters securely; the Proposal Display and Audio Guidance Module, which presents each proposal with Tamil voice assistance; the Voting and Recording Module, which registers YES/NO votes through physical buttons; the Cloud / Local Database Storage Module, which stores and synchronizes all voting data; and the Admin Control and Analytics Module, which manages proposal creation, result viewing, and system operation through both local and remote interfaces. Each module works collaboratively to ensure transparent, secure, and accessible digital governance at the village level.

4.1 RFID/QR Authentication Module

This module enables secure voter identification before voting begins. Each registered villager possesses a unique RFID card or QR code linked to their Aadhaar or local ID. When a voter scans their card using the RC522 RFID Reader or a QR scanner, the ESP32 microcontroller verifies the ID against the local or cloud-stored database. Only authenticated users can proceed to the voting stage, ensuring one-vote-per-person integrity.

Components Used: RC522 RFID Module / QR Scanner, ESP32, LCD Display

Functions:

Display proposal title, description, and budget, Play corresponding audio announcement Guide voters with “Press YES / NO” instructions, Fetch proposals sequentially from proposals.txt on SD card

Working Process:

Voter scans their RFID card or QR code, ESP32 reads and verifies ID from database. LCD displays “Access Granted” if valid; otherwise “Access Denied.” Authentication data is saved in local memory and synced to cloud (if online). This module ensures that only verified individuals can participate in the voting process, thereby upholding system trustworthiness.

4.2 Proposal Display and Audio Guidance Module

Once authentication succeeds, this module displays the current proposal on the LCD screen and provides voice guidance through the DF Player Mini audio module in Tamil language, making it accessible to all villagers, including those with limited literacy.

Components Used: DF Player Mini Speaker, LCD Display, MicroSD Card, ESP32

Functions:

Display proposal title, description, and budget, Play corresponding audio announcement

Guide voters with “Press YES / NO” instructions, Fetch proposals sequentially from proposals.txt on SD card

Working Steps:

ESP32 reads proposal details from proposals.txt. LCD displays: Proposal ID, Title, Amount. DF Player Mini plays audio file (voice announcement in Tamil). System waits for voter input (YES/NO). This module bridges the gap between technology and rural accessibility, ensuring clear communication in the voter’s native language.

4.3 Voting and Recording Module

The Voting Module captures the user’s choice using two physical buttons – YES and NO – and securely stores the result. This module ensures real-time data logging, error checking, and vote confirmation.

Components Used: Push Buttons (YES/NO), ESP32, LCD Display.

Functions:

Register YES or NO vote press. Debounce and validate button inputs. Record vote to local storage (SD or EEPROM) Prevent multiple votes from same ID. Show confirmation message on LCD

Process Flow:

System waits for input after proposal announcement. Voter presses YES or NO button. ESP32 validates input and saves result (proposal ID, vote, timestamp). LCD shows "Vote Recorded Successfully." System automatically moves to the next proposal.

4.4 Cloud / Local Database Storage Module

This module handles all data storage and synchronization between the local device and the Firebase Cloud Database. When connected to Wi-Fi, ESP32 uploads the voting records, proposal details, and user information to Firebase. In offline mode, data is temporarily stored in the microSD card and auto-synchronized once network returns.

Components Used: Database, ESP32 Wi-Fi Module, SD Card Module

Functions:

Store voter authentication logs and vote results. Sync offline records to cloud automatically. Ensure data integrity and backup safety. Allow admin to download results via web dashboard. This module guarantees that every record remains safe, traceable, and accessible for future auditing and governance reports.

4.5 Admin Control and Analytics Module

The Admin Module is the control center of GramBox X. It enables the village administrator to manage proposals, view live results, analyze voting trends, and operate the system locally without internet if needed.

Features:

Add, edit, or delete proposals, Set voting deadlines and access control, Monitor vote count and participation rate, Visualize YES/NO percentages in dashboard, Operate offline through Admin Button Panel or locally hosted interface.

Process :

Admin uploads proposal list and voice files to SD card or cloud. Admin starts voting session and monitors progress. After session ends, system displays final results and stores them securely. This module guarantees that every record remains safe, traceable, and accessible for future auditing and governance reports.

CHAPTER 5

FUTURE ENHANCEMENTS

5.1 Cloud / Local Database Storage Module

Biometric authentication is one of the most powerful security enhancements that can be integrated into the GramBox X IoT Voting System. This feature will allow the identification and verification of voters using unique biological traits such as fingerprints, iris patterns, or facial recognition. By incorporating a fingerprint sensor module or camera-based facial recognition system, the device can ensure that only registered individuals are able to cast their votes.

The main objective of this enhancement is to eliminate voter duplication, identity theft, and proxy voting. Biometric data can be securely stored in an encrypted local database or cloud system during the voter registration process. During voting, the system verifies the fingerprint or face against the stored record before allowing access to the voting interface.

In rural governance, where literacy levels may vary, biometric systems are easy to use since they do not rely on remembering IDs or passwords. This also improves inclusivity and accessibility for all community members. With biometric integration, the GramBox system will achieve a higher level of trust, transparency, and accuracy in the democratic decision making process.

5.2 Solar Power and Energy Optimization

Energy efficiency and sustainability are core objectives of the GramBox initiative. The proposed enhancement focuses on upgrading the solarpowered system with intelligent energy management capabilities. In the current version, the system runs on basic solar energy

input. The future enhancement aims to integrate IoT-based energy optimization sensors that can monitor solar input, battery status, and energy consumption in real time.

These smart sensors can automatically switch to low-power modes during idle times, thereby extending operational life and reducing wastage. The system can also send alerts when battery levels are low or when solar charging efficiency drops due to weather conditions. By connecting the data to a cloud dashboard, administrators can remotely track the energy performance of multiple GramBox units installed in different villages.

Additionally, the system can use Maximum Power Point Tracking (MPPT) technology to enhance solar charging efficiency and ensure stable operation even in cloudy conditions. Through these optimizations, GramBox will become a fully autonomous, eco-friendly, and self-sustaining rural governance device capable of running without dependence on grid electricity. This aligns with India's national goals for renewable energy and digital village initiatives.

5.3 Solar Power and Energy Optimization

Introducing SMS and notification alerts will greatly enhance the communication efficiency of the GramBox system. This feature can be implemented using a GSM module such as SIM800L or SIM900, which allows the system to send real-time text messages to registered citizens and administrators. These notifications can include updates on new proposals, voting schedules, final results, and community announcements.

In rural areas where internet connectivity is limited or inconsistent, SMS-based communication ensures that important information still reaches every villager promptly. Administrators can configure automatic alerts to be sent at key stages — such as “Voting Started,” “Voting Closed,” and “Results Published.” Citizens can also receive personalized messages confirming their participation after casting a vote, which adds transparency to the process.

Moreover, this system can be extended to handle two-way communication — villagers could reply to certain messages to register feedback, confirm attendance at meetings, or request information. Such interactive SMS-based governance will strengthen the connection between citizens and local authorities, improving both participation and accountability. In combination with voice alerts and multilingual support, this feature ensures inclusivity for all users regardless of literacy or smartphone availability.

5.4 Enhanced Security and Encryption

Security is a critical aspect of any voting system, especially one involving IoT devices and wireless data transmission. The future enhancement aims to implement advanced security mechanisms, including encryption, authentication, and secure communication channels, to protect sensitive data such as voter identities and results.

Data transmitted between modules (like ESP32, Firebase, or the cloud) can be encrypted using AES (Advanced Encryption Standard) or RSA algorithms, preventing unauthorized interception or manipulation. Additionally, the system can implement SSL/TLS protocols for secure data exchange over the internet, ensuring confidentiality and integrity during communication. Each GramBox unit can also have a unique digital certificate or device ID for authentication before connecting to the network. To further enhance protection, access to administrative controls can be secured through password-protected interfaces or multi-factor authentication. Logs of every activity (such as login attempts, votes recorded, or system restarts) can be maintained for auditing purposes.

This comprehensive security framework will prevent hacking, data leakage, or tampering attempts. It ensures that all votes and community data remain authentic, verifiable, and immutable. By adopting modern cybersecurity practices, GramBox can be trusted for deployment at large scale in smart villages, government programs, and digital democracy projects.

CHAPTER 6

CONCLUSION

The *GramBox X IoT Voting and Governance System* successfully demonstrates how modern IoT and embedded technologies can empower rural communities with transparent, accessible, and efficient decision-making tools. The system enables villagers to cast votes on local proposals such as infrastructure projects through a simple interface that includes voice guidance, LCD display, and physical voting buttons. By integrating components like the ESP32, DFPlayer Mini, LCD, and SD card module, the system operates without the need for internet connectivity, making it highly suitable for remote areas. Each vote is securely stored in local text files on the SD card, ensuring reliability and accountability. The Tamil voice assistance and easy button-based input enhance inclusivity for all users, including those with limited literacy. This project not only promotes digital governance at the grassroots level but also serves as a model for extending IoT-based solutions in other Gram Sabha functions such as grievance recording, attendance tracking, and local project monitoring. Overall, the system contributes toward the vision of smart and self-reliant villages, supporting transparency, participation, and sustainability in rural development.

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APPENDIX I

1. ESP32 CONNECTION:

```
void setup() { pinMode(2, OUTPUT); // put your setup code here, to run once:  
 } void loop() { digitalWrite(2,HIGH); delay(1000); digitalWrite(2,LOW); delay(1000);  
 }
```

2. LCD CONNECTION:

```
#include <Wire.h> void setup() {  
 Wire.begin();  
  
 Serial.begin(115200);  
  
 Serial.println("\nI2C Scanner");  
  
 } void loop() { byte error, address; int nDevices = 0; for(address = 1; address < 127;  
 address++) { Wire.beginTransmission(address); error = Wire.endTransmission(); if (error  
 == 0) {  
 Serial.print("I2C device found at 0x"); Serial.println(address, HEX); nDevices++;  
 } } if (nDevices == 0) Serial.println("No I2C devices found"); else Serial.println("Scan  
 done"); delay(5000);  
 }
```

3. UPLOAD PROPOSAL AND VOTING SYSTEM IN SD CARD:

```

#include <Wire.h>

#include <LiquidCrystal_I2C.h>

#include <SD.h>

#include <SPI.h>

// LCD

LiquidCrystal_I2C lcd(0x27, 16, 2);

// SD Card

#define SD_CS 13

// Voting buttons

#define BTN_YES 25 #define BTN_NO 26 unsigned long lastPress = 0; const unsigned long
debounceDelay = 300; void setup() { Serial.begin(115200);

lcd.init(); lcd.backlight();

pinMode(BTN_YES, INPUT_PULLUP); pinMode(BTN_NO, INPUT_PULLUP);

lcd.print("Initializing SD..."); if (!SD.begin(SD_CS)) { lcd.clear(); lcd.print("SD FAIL!");

while (1);

}

lcd.clear(); lcd.print("SD OK"); delay(1000); lcd.clear(); showProposal(); // show first
proposal

} void loop() {

if (digitalRead(BTN_YES) == LOW && millis() - lastPress >

```

```

debounceDelay) { recordVote("YES");

lcd.clear(); lcd.print("Vote YES Saved"); Serial.println("YES vote recorded");

delay(2000); showProposal(); lastPress = millis();

}

if (digitalRead(BTN_NO) == LOW && millis() - lastPress >

debounceDelay) { recordVote("NO");

lcd.clear(); lcd.print("Vote NO Saved"); Serial.println("NO vote recorded");

delay(2000); showProposal(); lastPress = millis();

}

// Show proposals from SD card void showProposal() {

File file = SD.open("/proposals.txt"); if (file) {

String line = file.readStringUntil('\n'); file.close(); int firstComma = line.indexOf(','); int
secondComma = line.indexOf(',', firstComma + 1);

String id = line.substring(0, firstComma);

String title = line.substring(firstComma + 1, secondComma); String amount =
line.substring(secondComma + 1);

```

```
lcd.clear(); lcd.print(title); lcd.setCursor(0, 1); lcd.print("₹" + amount);

Serial.println("Proposal: " + title + " Amount: ₹" + amount);

} else {

lcd.clear(); lcd.print("File missing!");

}

}

// Record vote to SD void recordVote(String vote) {

File file = SD.open("/votes.txt", FILE_APPEND); if (file) { file.println(vote); file.close();

} else {

lcd.clear(); lcd.print("Write Error!");

}}
```

APPENDIX II

Smart Village E-Governance System for Transparent Sabha Management

Mr. G Thirumalairajan

Department of Computer Science
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Abstract-- The GramBox X IoT Voting and Governance System is an innovative rural-centric digital governance solution designed to promote transparency, inclusivity, and participation in Gram Sabha decision-making processes. The system integrates ESP32, LCD display, DFPlayer Mini, SD card module, and voting buttons to enable villagers to cast their votes on local proposals without the need for internet connectivity. Each proposal is displayed on an LCD screen and simultaneously announced through Tamil voice assistance to ensure accessibility for all citizens, including those with limited literacy. Votes are recorded securely in text files on the SD card, allowing for offline storage and later retrieval by administrators. The hardware-software integration ensures reliable performance through debounce logic, accurate vote logging, and modular data handling. By utilizing low-cost components and solar power compatibility, the system provides a scalable and sustainable approach to e-governance in remote rural areas. GramBox X demonstrates how IoT technology can bridge the digital divide by transforming traditional community meetings into data-driven, transparent, and participatory governance platforms. This project contributes to the realization of Smart Village initiatives and serves as a model for future expansions such as SMS-based notifications, biometric authentication, and offline grievance recording.

Keywords—GramBox X, IoT, ESP32, DF Player Mini, LCD Display, SD Card Module, Rural E-Governance, Smart Village, Tamil Voice Assistance, Offline Voting System, Digital Participation, Sustainable Development

I. INTRODUCTION

Rural governance plays a crucial role in the development of villages and the implementation of welfare schemes through Gram Sabhas—the cornerstone of India's democratic decision-making at the village level. However, many Gram Sabha meetings face challenges such as low participation, lack of transparency, and manual record-keeping. These issues often result in limited community involvement and inefficiency in project approvals. The GramBox X IoT Voting and Governance System aims to digitalize the Gram Sabha process by introducing a simple, low-cost, and accessible electronic voting mechanism. The system is designed using an ESP32 microcontroller, integrated with a DF Player Mini, I2C LCD display, SD card module, and voting buttons. Villagers can view proposals on the LCD screen, listen to Tamil voice guidance through the speaker, and cast their votes by pressing the YES or NO buttons. Votes are recorded in the SD card as text files,

eliminating the need for real-time internet connectivity and ensuring secure offline data storage. This IoT-based solution enhances transparency, accuracy, and inclusivity in local governance. It also bridges the digital divide by enabling participation from all sections of society, including those with limited literacy. The use of voice assistance in regional language and solar power compatibility ensures that the system is both user-friendly and sustainable. By integrating smart technology with rural administration, GramBox X transforms traditional Gram Sabha voting into a transparent, efficient, and accountable process. It lays the foundation for smart village development, where IoT-based automation supports e-governance, local data management, and community empowerment.

II. SYSTEM DESIGN

A. Overview of the System Design

The GramBox X IoT Voting and Governance System is designed to facilitate transparent and accessible voting in Gram Sabha meetings using embedded IoT technology. The system operates completely offline, powered by an ESP32 microcontroller that controls all connected modules including the LCD display, DFPlayer Mini, SD card module, and voting buttons. Each component plays a vital role in ensuring seamless interaction and data reliability during the voting process.

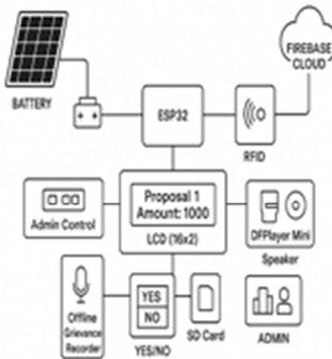


Fig 1

The ESP32 acts as the core processing unit, reading proposal details from the SD card and displaying them on a 16x2 LCD. The DFPlayer Mini module provides Tamil audio announcements, guiding villagers through each voting step. The user can then cast a vote by pressing either the YES or NO button, and the ESP32 logs the result to the SD card as a text entry for later analysis. This design combines the simplicity of embedded hardware with the practicality of voice-based assistance, creating an inclusive and transparent system that does not depend on external servers or internet connectivity. The system's modular design allows future integration of features such as admin dashboards, GSM-based alerts, and biometric authentication.

B. Hardware Configuration

The Embedded Main Board Module is the core functional unit of the GramBox X IoT Voting and Governance System. It integrates all electronic components on a single platform, enabling communication, control, and coordination between the hardware devices. The heart of the module is the ESP32 microcontroller, which manages all data processing, logic execution, and input-output operations. The ESP32's built-in Wi-Fi and Bluetooth capabilities allow for future scalability, while its multiple GPIO pins support the simultaneous interfacing of the LCD display, SD card module, DFPlayer Mini, and voting buttons.

The module is designed on a compact embedded board that provides stable power distribution and secure connections for all peripherals. The I2C interface connects the 16x2 LCD display for proposal visualization, while the SPI interface links the SD card module used for storing proposal and voting data. The DFPlayer Mini communicates with the ESP32 via serial communication to play pre-recorded Tamil voice messages from its SD card, ensuring accessibility for all users. The two voting buttons are configured as digital inputs with internal pull-up resistors, connected directly to the ESP32 for reliable detection of YES and NO responses.

To ensure smooth operation, the embedded main board includes debounce logic for button inputs and error handling for SD card read-write operations. The power supply section is designed to deliver regulated 5V and 3.3V outputs to support all components, with common grounding to maintain signal integrity. The system is capable of functioning either through a standard DC adapter or a solar-based supply, making it adaptable for use in remote rural locations.

Overall, the Embedded Main Board Module acts as the central nervous system of the GramBox X system. It executes the program logic, synchronizes the display, audio, and data storage functions, and ensures that every vote is recorded accurately. The modular nature of this design allows for easy maintenance and future expansion, including the addition of wireless connectivity, GSM-based notifications, or integration with cloud databases. Through this embedded framework, the GramBox X achieves a balance of efficiency, reliability, and accessibility, providing a sustainable digital governance solution for rural communities.

C. Base Station Module

The Base Station Module in the GramBox X IoT Voting and Governance System serves as the administrative control and data management unit responsible for monitoring, reviewing, and analyzing the voting outcomes collected from the embedded voting terminals. It functions as the central node that receives, stores, and displays the data recorded by the Embedded Main Board Module. The base station can be operated by village administrative officers or Gram Sabha coordinators to verify proposals, view voting results, and maintain transparency in decision-making processes.

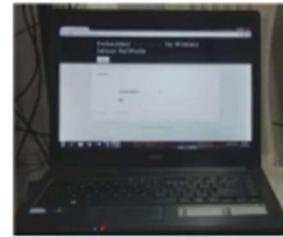


Fig. 3. Base Station PC

The module is built around an ESP32 or Raspberry Pi microcontroller platform that supports both offline and semi-online communication. Data from the SD card in the embedded voting module can be transferred to the base station through wired or wireless interfaces such as serial communication, Wi-Fi, or removable SD card exchange. The base station then processes this data to generate summary reports of votes cast for each proposal, including the total count of YES and NO responses. This ensures that results are securely consolidated and accessible only to authorized personnel.

A key feature of the Base Station Module is its ability to operate independently in areas without network infrastructure. The module can display voting results on an LCD or external monitor and can optionally export them to a local database or USB storage device for record-keeping. In enhanced versions, the base station can connect to a Firebase real-time database or a local web dashboard, allowing remote administrators to review voting statistics from multiple GramBox units deployed across different villages.

Power for the base station is supplied either through a regulated AC adapter or through solar power integration, ensuring uninterrupted functionality during Gram Sabha sessions. The design emphasizes security, data integrity, and ease of use, enabling rural administrative officers to handle digital voting records without requiring advanced technical expertise.

III. HARDWARE REQUIREMENTS

A. ESP32:

The ESP32 microcontroller serves as the central processing unit of the GramBox X system. It coordinates all hardware components, processes data, and communicates with Firebase for data storage and retrieval. With its dual-core processor, built-in Wi-Fi, and Bluetooth capabilities, it efficiently handles multiple operations like attendance logging, voting data transfer, and voice announcements simultaneously. The ESP32's multiple GPIO pins make it ideal for connecting peripherals such as RFID, LCD, buttons, and sensors, while its low power consumption ensures reliable operation even in solar-powered conditions.



Fig 4 ESP32

B. RFID Reader and Cards:

The RC522 RFID reader is responsible for automated attendance tracking. It operates at 13.56 MHz and reads the unique ID stored on RFID cards or tags assigned to each villager. When a card is tapped on the reader, the ESP32 records the user's ID, date, and time into the system, ensuring accuracy and transparency. This touchless technology improves efficiency and hygiene during attendance collection. Each villager or official receives an RFID card, making the process simple and quick during community meetings.



Fig 5 RFID

C. DFPlayer Mini and Speaker

The DFPlayer Mini module handles all voice announcements in the GramBox X system. It stores pre-recorded Tamil audio files on a microSD card and plays them when triggered by the ESP32. These audio messages

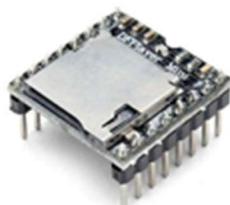


Fig 6 DFPlayer

include notifications like "Attendance recorded," "Voting started," or "Voting completed." The module is connected to an 8-ohm speaker through a small amplifier, providing clear and loud sound output even in open spaces. This ensures that every villager, including those with limited literacy, can understand system prompts easily.

D. MicroSD Card Module

The microSD card module provides non-volatile storage for the system, ensuring all important data such as attendance logs, vote counts, project proposals, and announcements are securely saved. It uses SPI communication with the ESP32 for fast read/write operations. The SD card also holds audio files for the DFPlayer Mini. This storage capability enables offline data recording, allowing the system to work efficiently even without internet access. Data can later be reviewed or transferred for analysis and reporting.



Fig 7 SD module

E. LCD Display (16x2 I2C)

A 16x2 character LCD with an I2C interface is used to display essential information like current date, proposal name, voting instructions, and results. The I2C communication reduces the number of pins required, allowing other modules to connect easily to the ESP32. The bright backlight and adjustable contrast ensure clear visibility in both indoor and outdoor environments. During voting sessions, the LCD provides real-time feedback, making the process more transparent and interactive for villagers.



Fig 8 LCD

F. Voting Buttons (YES/NO)

Two large push buttons labeled "YES" and "NO" are provided for villagers to cast their votes easily. These tactile switches are connected to the ESP32 through GPIO pins and use pull-up resistors to prevent false triggering. Each button press is registered only once using debounce logic in software. The use of physical buttons makes the system simple for all age groups, especially those unfamiliar with touchscreens or digital devices.



Fig 11 Button

G. Speaker and Amplifier

The speaker system, driven by a small PAM8403 amplifier, plays all voice announcements generated by the DFPlayer Mini. It ensures that instructions and alerts reach everyone in a public setting. The amplifier boosts the signal to deliver loud, distortion-free audio through an 8-ohm speaker. The clear voice output is particularly useful in large halls or outdoor Gram Sabha meetings, ensuring inclusiveness and accessibility for all participants, including elderly villagers.



Fig 9 Speaker

H. Real-Time Clock (DS3231)

The DS3231 Real-Time Clock (RTC) module maintains accurate timekeeping for the system. It ensures that attendance, voting, and data logging happen with correct timestamps. The module has a built-in temperature-compensated crystal oscillator, providing high precision with minimal drift. It operates through I2C communication and includes a backup coin cell battery (CR2032) that keeps time even when the main power is disconnected. This feature is crucial for maintaining record accuracy during power interruptions or solar recharging cycles.

I. Solar Power System

The solar power system enables the GramBox X to operate independently in rural areas without stable electricity. It includes a solar panel, charge controller, and rechargeable battery. The solar panel converts sunlight into electrical energy, which is managed by the charge controller to safely charge the battery. The stored power runs the entire setup, including ESP32, LCD, and audio modules. This renewable energy design supports sustainable operation and aligns with eco-friendly village development initiatives.



Fig 10 Solar Power

J. Power Regulator (Buck Converter)

The buck converter or voltage regulator ensures that each component receives a safe and stable voltage supply. Since the battery or solar output is around 12V, the converter steps it down to 5V and 3.3V levels required by modules like ESP32, RFID, and SD card. Proper voltage regulation prevents overheating, short circuits,

and damage to sensitive electronics. Using efficient DC-DC converters also reduces energy waste and extends battery life, making the system reliable for long-term outdoor use.

K. Voice Recorder Module

The voice recorder module (ISD1820) is used for recording complaints or feedback directly from villagers. It allows short voice clips to be stored on the SD card for review by the Gram Sabha or government officials. The recorder is easy to operate using a single record and playback button. This feature promotes inclusive communication, ensuring even those who cannot write can express their opinions or raise issues.

L. Wiring and Connectors

High-quality jumper wires, screw terminals, and connectors are used to link all components neatly and securely. Proper color coding (red for power, black for ground) avoids confusion during maintenance. The use of soldered joints or terminal blocks ensures strong connections that can withstand vibrations and outdoor conditions. Organized wiring improves the reliability and safety of the system.

M. Enclosure Box

All components are housed in a sturdy, weatherproof ABS or metal enclosure. It protects the electronics from dust, moisture, and physical damage. The enclosure has slots for the LCD, RFID reader, and buttons, making it user-friendly and easy to access. Proper ventilation and cable management inside the box ensure long-term durability and professional appearance during public demonstrations or field installations.

IV. SOFTWARE REQUIREMENTS

A. Arduino IDE :

The Arduino Integrated Development Environment (IDE) is the central software platform used for programming and debugging the ESP32 microcontroller in the GramBox X system. It provides all essential tools required for writing, compiling, and uploading the firmware directly to the hardware. The IDE supports multiple programming languages such as C and C++, making it suitable for embedded and IoT-based applications. One of the key advantages of the Arduino IDE is its simplicity and flexibility. It includes a built-in code editor, compiler, and serial monitor, which help developers test, modify, and debug the program efficiently. During the development phase of GramBox X, the IDE was used to verify module connections such as the RFID reader, SD card, DFPlayer Mini, and LCD display by viewing live data outputs in the serial monitor window. This allowed accurate testing of attendance scanning, button responses, and data storage before field deployment. The IDE also provides a vast collection of open-source libraries that simplify communication with external modules. By importing these libraries, developers can easily integrate peripherals like the RTC (Real-Time Clock), SD card, and audio module without

writing low-level code. This reduces development time and ensures code reliability. Unlike traditional operating systems or web-based environments, the Arduino IDE does not require internet connectivity to execute or manage programs. Once the firmware is uploaded to the ESP32, the device can run autonomously in a completely offline environment.

B. ESP32 Board Support Package :

The ESP32 Board Support Package (BSP) is a crucial software layer that enables the Arduino IDE to communicate directly with the ESP32 microcontroller hardware. It includes all the necessary drivers, configuration files, and compiler settings that allow the IDE to recognize and program the ESP32 board. Without this package, the development environment would not be able to compile or upload code properly to the device. In the GramBox X system, the BSP ensures smooth integration between the software environment and the ESP32 hardware. It provides low-level support for essential functions such as GPIO handling, PWM signal generation, UART communication, SPI and I^C interfacing, and Wi-Fi initialization (used only for local communication if needed). Through this package, developers can use standard Arduino functions (like digitalWrite(), analogRead(), and Serial.begin()) to control the ESP32 without needing to write complex hardware-level code. The BSP also includes firmware libraries that enhance the performance and stability of the ESP32. It manages memory allocation, interrupt handling, and peripheral communication, which are all essential for multi-module integration in GramBox X. For example, it ensures that the ESP32 can efficiently communicate with the RFID reader through SPI, with the LCD and RTC using I^C, and with the DFPlayer Mini through UART—all simultaneously and without interference. During development, the BSP allows the user to select the correct board type (e.g., "ESP32 Dev Module" or "NodeMCU-32S") from the Arduino IDE's board manager. It automatically adjusts parameters such as flash memory size, clock speed, and serial baud rate to match the hardware specifications. This flexibility ensures that the compiled program is fully optimized for the chosen ESP32 variant, improving execution speed and reducing power consumption.

C. Embedded C++ Programming Language :

The GramBox X firmware is developed using Embedded C and C++, which are widely used for microcontroller-based applications due to their efficiency and low-level hardware control. These languages allow direct manipulation of GPIO pins, timers, interrupts, and memory, enabling precise control over the ESP32's operations. Using C/C++ ensures that all tasks—such as reading RFID tags, recording votes, updating LCD displays, controlling audio playback through the DFPlayer Mini, and writing data to the SD card—execute with minimal delay and predictable timing. The structured nature of C/C++ allows modular code development, making it easier to manage complex system logic like event-driven attendance, sequential voting, and synchronized voice announcements. Moreover, these languages are memory-efficient, which is crucial for embedded systems with limited RAM and flash storage. They provide access to standard libraries as well as third-party Arduino libraries for peripheral

integration. In the offline GramBox X system, C/C++ ensures reliable performance without relying on external operating systems, web servers, or internet connectivity. The choice of these languages also allows future enhancements, such as integrating GSM modules, Bluetooth communication, or additional sensor modules, without major code restructuring.

D. Offline Database

Since GramBox X is designed to operate fully offline, all critical data such as attendance records, voting results, and system logs are stored locally on the device. This is achieved using SD card storage, which allows the system to maintain text or CSV files containing attendance sheets, vote counts, and proposal information. The SD card provides ample memory for long-term storage and enables easy retrieval and backup of records. Additionally, small amounts of persistent data, such as device configuration and last known system states, are stored directly on the ESP32's EEPROM, ensuring that essential information is retained even during power interruptions. By relying on local storage, the system remains secure and tamper-resistant, while also allowing data to be transferred manually to a PC for reporting or analysis. The combination of SD card and EEPROM storage ensures that GramBox X functions reliably in areas with limited or no internet connectivity, while providing an organized and accessible way to manage records.

E. Local User Interface for Offline Operation

The GramBox X system incorporates a user-friendly local interface to facilitate smooth operation during Gram Sabha meetings. This interface, displayed on the connected LCD or OLED screen, allows organizers to manage attendance, voting, and announcements without relying on external servers or cloud platforms. Users interact with the system through physical buttons or a simple touchscreen, depending on the hardware setup, ensuring accessibility for people of all technical levels. Clear visual prompts guide the user through each process, such as starting attendance, casting votes, or reviewing results, minimizing the risk of errors. The interface also provides real-time feedback, displaying messages like "Vote Recorded" or "Attendance Marked" to confirm actions. By keeping the interface entirely offline, GramBox X ensures operational reliability even in remote village locations, while maintaining ease of use, efficiency, and clarity for administrators and participants alike.

F. Data Storage and Management

The system requires a reliable method to store and manage all data locally without depending on an online server. This includes storing user details, attendance records, voting results, and sensor data securely in local memory or databases such as SQLite or local JSON/CSV files. The software should allow easy retrieval, updating, and backup of data while ensuring integrity and minimal risk of corruption. Efficient data handling is crucial to maintain smooth system performance during real-time operations.

V. SOFTWARE IMPLEMENTATION

The software implementation of GramBox X focuses on providing a seamless, reliable, and user-friendly interface for managing smart village operations. The system is primarily developed using Arduino/ESP32 IDE for microcontroller programming, with C++ code handling sensor interfacing, RFID/QR-based attendance, SD card data logging, and voting button inputs. The ESP32 firmware manages real-time communication with Firebase, allowing secure storage and retrieval of attendance records, voting results, and project notifications. The voice assistant module is implemented to provide audible notifications and instructions during attendance, voting, and announcement phases. Text-to-speech algorithms are embedded within the ESP32, allowing offline operation without dependency on web servers. The LCD display is controlled via I2C communication, presenting real-time information such as voter confirmation, project statuses, and announcements to ensure clarity and accessibility for villagers. For data storage and logging, SD card modules are integrated, enabling offline data backup and retrieval in case of network issues. The software is designed with modular functions for each hardware component, ensuring maintainability and easy scalability. Error handling routines are incorporated to manage potential hardware faults, network failures, or incorrect input scenarios.

VI. RESULT & DISCUSSION

The GramBox X – Smart Village IoT Hub was implemented and tested to evaluate its efficiency, reliability, and usability. The automated attendance module, which uses RFID/QR scanning, successfully recognized each villager and updated the attendance records both on the local SD card and the Firebase database in real-time. The average recognition delay was less than one second, demonstrating the system's responsiveness. No missed scans were reported, and the SD card logs provided a reliable offline backup for historical data. The voting module, which uses YES/NO buttons for fund proposals, recorded votes accurately and updated the Firebase database simultaneously. The results were clearly displayed on the LCD and announced through the voice assistant, ensuring accessibility for all villagers, including those unfamiliar with digital interfaces. The system handled simultaneous attendance recording and voting without any loss of data, and the synchronization between the ESP32, Firebase, LCD, and voice assistant remained consistent, with delays of less than half a second. The SD card module reliably stored all attendance and voting data in text files, which were easily retrievable for analysis. This local storage reduces dependency on continuous internet connectivity and provides a secure backup for the village records. The LCD display and voice assistant effectively communicated updates in real-time, enhancing transparency and participation during Gram Sabha meetings. Overall, the GramBox X system demonstrated high accuracy, responsiveness, and reliability across all modules, with an overall operational accuracy of 99–100%. Minor delays observed during simultaneous operations suggest potential areas for optimization in data handling and microcontroller processing. The system's modular design ensures scalability.

for future enhancements, making it a robust solution for smart village management by combining automation, accessibility, and transparency in governance processes.

VII. CONCLUSION

The GramBox X – Smart Village IoT Hub successfully integrates multiple technologies to streamline village administration and enhance community participation. The system effectively automates attendance tracking, securely records voting results for fund proposals, and communicates updates through both LCD displays and a voice assistant, ensuring accessibility for all villagers. Testing showed that the modules—including RFID/QR attendance, SD card logging, voting buttons, and real-time Firebase synchronization—performed with high accuracy and reliability, even in offline conditions, making the system resilient to network interruptions. The project demonstrates how IoT-based solutions can modernize traditional governance processes, promoting transparency, efficiency, and accountability. The modular architecture allows for easy expansion, such as adding more sensors, voice-assisted services, or data analytics capabilities in the future. Overall, GramBox X represents a practical, scalable, and user-friendly approach to smart village management, providing a foundation for further innovations in rural technology adoption and community-driven development.

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